



★ ★ ★ ★ ★ The AVALON HILL GENERAL

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Published First Day Of Every Other Month

VOLUME 2, No.6

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

MARCH 1966

"GUADALCANAL" -- AVAILABLE APRIL 15

New Battle Game is Based on Famous Marine Corps Action of 1942-3

SPECIAL NOTICE TO SUBSCRIBERS: We offer you Guadalcanal - our brand new land battle game just as soon as it comes off the assembly line. Guadalcanal is Avalon Hill's first attempt at a Marine Corps game...also the first attempt at re-capturing jungle warfare. Thus this new game offers many new methods and intricacies of play not found in previous land battle games.

No Zones of Control

The game is played on a 14" x 44" mapboard of the portion of the island which contained all of the fighting between August 7, 1942 and February, 1943. The island itself is quite hilly and thickly wooded, so thick that Units in the woods lose their zones of control. Thus enemy Units can pass right by without being forced to stop and attack.

Authenticated by Marine Corps

In the play of the game, U.S. and Japanese troops are brought on board in the exact weeks they appeared historically. All of the details have been checked for accuracy and authenticated by Colonel Donald L. Dickson, U. S. M. C. (Ret.) who is now editor and publisher of *Leatherneck*, the Marine Corps Magazine. Colonel Dickson, himself, took part in the actual invasion of Guadalcanal and as a Captain in a Raider Division, raised the first U.S. flag on the island.

New Method of Combat

Guadalcanal also introduces, for the first time, a different method of resolving combat. Instead of wholesale eliminations the results of each attack are recorded on a Strength Reduction Pad.

Cost \$6.98

After so many battles specific Units become weaker and weaker until they are either reinforced or eliminated altogether.



GUADALCANAL: Pre-publication pix shows parts of new game, including Afrika Korps size of mapboard. Not shown are the Time Record Card, Combat Results Tables, and Strength Combat Reduction Pads.

Guadalcanal will retail for \$6.98 and should be available in your local outlets April 1, 1966. The game will not be made available for direct mail orders to our regular consumer list until well after this date to give our faithful dealers time to stock up on it. However, full-year subscribers to this magazine will be given direct mail preference on a first come, first served basis. All subscriber orders will be held until April 15th. Then, they will be sent out ahead of any other direct mail orders we receive.

To make sure your order gets this priority, mark the envelope "Subscriber Order" and address it to our new address: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214. Send \$6.98 and the game will be shipped via parcel post. An additional 65¢ will get it to you by special delivery.

Remember, we will not ship direct orders until April 15...but you may order now.

Correction...

In the last issue, we stated that one could not invade on the first Turn in Blitzkrieg. This was a grave mistake...invasions are allowed on the first Turn. Our apologies.

Intercontinental Society

In response to numerous requests from Avalon Hill fans in the U.S.A. and abroad, a group of A.H. Wargamers have founded the Intercontinental A.H. Kriegspiel Society.

President is Mr. Fred Webster, 844 Ashcomb Drive, Valinda, Calif. 91744 and Mr. Henry Bodendstedt is the official Judge and Chairman of the Games and Rules Committees.

The Society is soliciting membership applications from adult Avalon Hill Wargamers, especially those living in foreign countries, that meet the minimum age requirement of 25 years.

A Battle Results Relay Station has been established for international games, where the stock results method would be impractical.

Quarterly News Letters will keep all members informed of rule interpretations, judgments, special events, tournament scores and price awards.

To keep the ratio between domestic and foreign members in balance, only 50 membership applications can be accepted from the United States at this time. A numbered application form may be requested from Henry H. Bodendstedt, P.O. Box 809, Freehold, N.J.

More on Kampf

In April, 1966, the second issue of *Kampf*, *The Battle for France-1944*, will be released. This series of pamphlets, deals with military subjects and campaigns in a manner most Avalon Hill fans, and history buffs in general, will find easy to understand. Meticulous and exhaustive research provides these 20 to 40 page pamphlets with exacting and factual information on the forces participating as well as the battle itself. A limited number of the first issue, *Ardennes Offensive - 1944-45*, are still available. Write for to: *Kampf*, 8512 5th Ave., Brooklyn, N.Y. 11209.

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The AVALON HILL **GENERAL**

... a bi-monthly magazine mailed pretty close to the first day of January, March, May, July, September and November.

The Avalon Hill General is edited and published by the Avalon Hill Company, Baltimore, Maryland.

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Printed in U.S.A.

Final Issue of The General

...as a 12-page magazine. Beginning with the May issue, Vol. 3, No. 1, "The General" will be increased to 16 pages. There'll be more articles, more editorials, more examples, more diagrams of play... at the same ridiculous price.

Articles for The General

Subscribers desiring to contribute articles to this magazine may do so by submitting material typewritten and double-spaced. Insert your own headlines and subheads if you wish. All examples and diagrams should be drawn in black ink, ready for reproduction. Diagrams that would have to be redrawn often is the criterion for rejection of your article. Diagrams cannot be in color; they must be in black and white. Use shading to indicate colors. Please keep articles within 750 words maximum, shorter if possible. No notice can be given regarding acceptance or rejection of articles. We prefer articles to be of a specific nature dealing directly with tactics and strategy of individual games. There is no remuneration for acceptance; the writer's reward is in the knowledge that his article helps further the glorification of the art of adult gaming. Address material to: The Avalon Hill General, 4517 Harford Rd., Baltimore, Maryland

Editor Stands His Ground

SALESMAN: Are you going to tell your subscribers how they can make their troop counters last longer?

AH EDITOR: You're crazy if you think I'm going to tell them that...think of the replacement parts business we'd lose.

SALESMAN: For the last time, are you going to tell them or am I going to have to work you over??

AH EDITOR: You're crazy if you think I'm going to tell them that one or two coats of Blair Spray Clear, a liquid plastic coating that comes in a spray can, works wonders in extending the life of troop counters.

Blitzkrieg—Troops for the Minor Countries

Answering many requests, our Research and Design Department has come up with a break-down of troop counters that you can make up yourself and add to the play of BLITZKRIEG. For easy reference we shall assign colors to the five (5) minor countries:

YELLOW (capitol city is V-20);
WHITE (capitol city is VV-25);
BROWN (capitol city is HH-31);
GREEN (capitol city is EE-34);
BLACK (capitol city is JJ-46).

For the YELLOW country add a total of 5 Armored Units made up of 4, 3-6's and 1, 4-6 unit; add 11 Infantry Units: 3, 3-3's; and 8, 2-3's; add 2, 3-8 TAC units; 2, 3-12 Fighter units, and 1, 3-10 Medium Bomber unit.

For the WHITE country: add 3, 3-5 Armored Cavalry units and 1, 2-6 Armored Cavalry unit. Also add 11, 2-2 Infantry units and 1, 3-3 TAC Air unit.

For the BROWN country: add 2, 3-6 Armored units; 6, 3-3 Infantry units; 1, 3-6 TAC unit and 1, 3-10 Fighter units.

For the GREEN country: add 3, 3-6 Armored units; 1, 5-6 Armored unit; 6, 3-4 Infantry units; 6, 2-4 Infantry units; 4, 2-8 TAC units; 2, 2-12 Fighter units, and 1, 2-10 Medium Bombers.

For the BLACK country: 1, 4-6 Armored unit; 1, 5-6 Armored unit and 1, 3-6 Armored unit; add 3, 3-5 Panzer-Grenadier units; 3, 3-4 Infantry units; 1, 2-3 Parachute Infantry unit; 1, 6-3-4 Breakthrough Artillery unit; 2, 3-8 TAC units; 2, 3-12 Fighter units; and 1, 2-10 Medium Bomber units.

The Air Transport capability: 3 per turn for YELLOW, 1 per turn for WHITE, 2 per turn for BROWN, 3 per turn for GREEN, and 4 per turn for BLACK.

There is to be no unilateral sea movement by any minor country at any time. However, in a seven (7) player alliance game, an allie of a big-power (Blue or Red) may use that allie's sea power to transport his men by sea subject to that 40 combat factor maximum.

No doubt the addition of units for minor countries will present many additional variables and will also pose questions as yet unanswered in the game instructions and battle manuals. Our own Design Department has not had time to work out the variables and therefore suggest that you players, who will add these units to your game, try to work out whatever problems materialize among yourselves. Of course if there are any questions regarding the original rules, Avalon Hill will be glad to answer them upon receipt of a self addressed envelope containing current first class postage.

Blitzkrieg — Additional Optional Rules

For those of you seeking another variable, add the following "Hidden Movement" section to your game:

Hidden Movement

At the beginning of his turn a player may remove up to 48 attack factors worth of troop counters from the board. The positions of these Units are recorded and on subsequent turns they may be "moved" by recording new positions. The following restrictions are placed on Hidden Movement:

Units may not become or remain hidden:

1. If they are closer to any enemy Units than any other friendly units,
2. If they are in the enemy's home country,
3. If they are in an enemy zone of control,
4. If they are within 4 squares of an enemy unit,
5. If they are in a city (thus air units may not be hidden).

Hidden units whose situations do not meet any of the above requirements at any time must immediately be placed on board.

Paratroop units landing unwittingly on hidden units are automatically eliminated.

Units may be removed from the board only at the beginning of a player's turn. They may be moved secretly during that turn with their new position recorded.

If Air Force units fly over hidden units, the hidden units must be placed on the board unless those units are in the woods.

Units at sea, of course, may not be used as hidden units.

Hidden units that find themselves suddenly in enemy zones of control must be placed on the board and are forced to engage in combat in the usual manner with all enemy units they find themselves adjacent to.

Blue First Turn, Blitzkrieg

by Tom Holsinger

Garrison duty; 4-4 in V-33, 2-4's in all other home cities. (Have you ever had your entire country taken over because airborne troops took over a home city and then air-lifted in twelve 1-6's which fanned out to grab all the unoccupied cities they could?) Spread all Ftr's and Sac out three squadrons, not divisions, deep over all home cities but S-25 and V-33. Two Rangers in Sea Zone C invade U-34, move to V-33

and out to sea in the same turn. CC-15 surrounded but not attacked by one 2-4 and two 1-4's from Sea Zone A. U-11 attacked by two 6-6, one 4-6, and one 4-4 (which takes the casualties) from L-6 and K-6. M-14 attacked by same from J-13 and I-12. V-20 attacked by five 4-4 from the nearest Blue border. EE-25 attacked by one 8-6 and one 4-6 from Q-16, and one 8-6 and one 4-6 from Q-17. HH-31 attacked by one Air Assault and two airborne infantry from any home city squares, and one 4-8 from Sea Zone C. X-27 attacked by two 8-4-4 and one 4-4 from the border. BB-31 attacked by two 6-6 from U-26, a 6-10 from S-25, and a 4-8 from V-33. EE-34 attacked by three 4-4 and one 2-4 from Sea Zone C, and a 6-10 from V-33. CC-39 attacked by three 6-4 and one 2-4 from Sea Zone C. Move the two remaining Rangers to Sea Zone and the two 8-4-4 and one 4-4 unused in any attack to Z-20 from P-15.

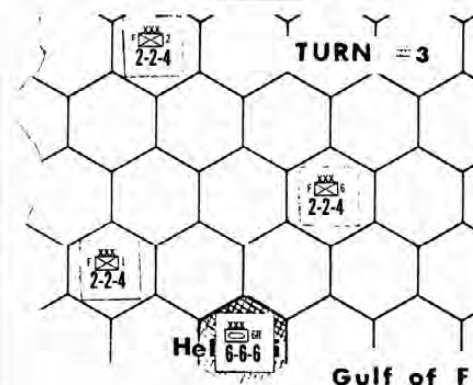
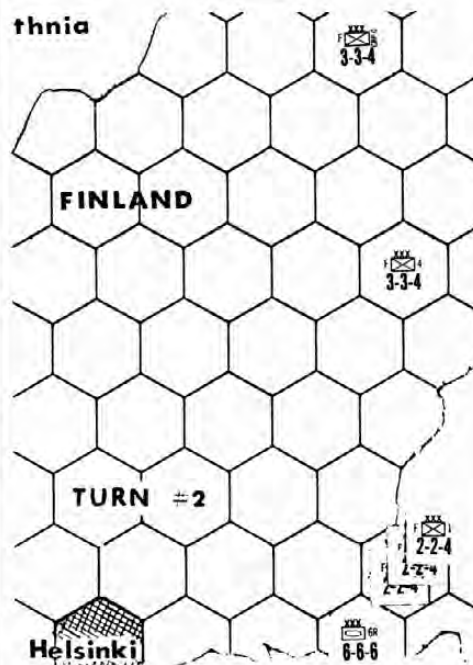
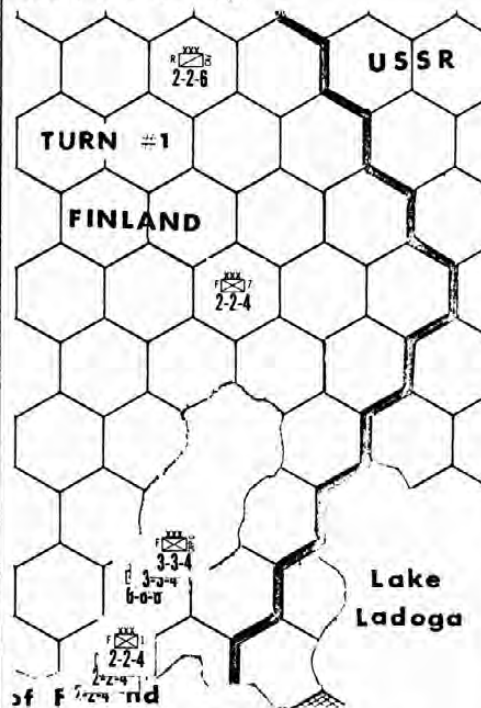
Tactical tidbits: Never place three Brkth Art. on the same square within range of enemy Ftr's. I strategically bomb Arty. and airborne on principle if they're in escorting range of my Ftr's. The best stack for Arty. in attack is two Arty. and one Inf. to take the casualties. Blue should never take AA-42 as it is not needed for defense and it is impossible to get automatic victory against. The best way to revitalize a stalling offensive is to bring in a Brkth Arty. as replacements. It is also handy for nipping off the spearhead of a menacing enemy offensive. Red should early gain the initiative and keep it so Blue doesn't have a chance to discover how weak Red really is. Neither side should put too much strength in the Koufax Desert because it would become too tempting a target for Airborne troops across its supply lines. Comments to Tom Holsinger, 1429 Cabrillo Ave., Burlingame, Calif.

In Defense of Finland

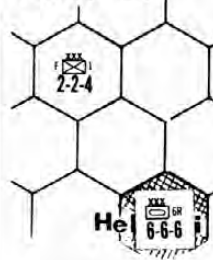
by Carl F. Knabe II

The German defense of Finland for STALINGRAD illustrated in this series of diagrams is designed to give the maximum of delay with the possibility of a costly three to one exchange for the Russian at the end. The German places his 6th Reserve Panzer Corps and the Rumanian Cavalry in Finland. There is a fifty-percent chance of snow for the turn the Russian is able to leave Finland, thus making possible further delay. The 6-6-6 Armor Unit is used in order to hold the maximum number of Russian Units in Finland. If the Russian has left insufficient force in Finland, deploying the Finnish 3-3-4's the second turn gives the German op-

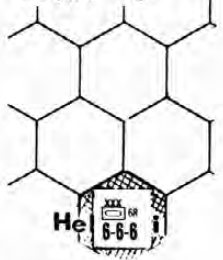
portunity to save these units for an extra turn of delay.



TURN #4



TURN #5



50% Chance of snow for Russians on Turn 6!

Comments to: Carl F. Knabe II, 338 South Grant St., Bloomington, Indiana.

Stalingrad—Tournament Game

by Dick Westlund

Stalingrad has many possibilities to become one of the more complex A.H. wargames. Terence Zuber in his recent article, "Stalingrad Oversimplified", pointed out many of the basic faults, but did not give remedies for most of them.

With the following rule changes Stalingrad can be greatly improved and made more interesting.

1. First and most important, use the Bulge Battle Results Table.

2. On the first turn allow both sides to place units next to the border, ignoring the doubling of Russian units behind river lines.

3. How to win -- Russian conditions remain the same. The Germans need a minimum of 100 points. They receive 50 points for capturing Moscow, 30 for Leningrad, 20 for Stalingrad, 10 for Archangel (needed for Western supplies), 10 for Grozny, Maikop, and Astrakhan (all necessary for oil production), and 1 point for each other major city. To get these points the Germans must control each city for one turn but not all simultaneously. The Germans can also win by eliminating all Russian factors.

4. Industry -- The Russians have 15 "factories". Seven units are placed on the cities within the Volga, Oka, Moscow triangle. The remaining units are placed in Leningrad, Stalingrad, and the cities along the Donets River (Kursk, Kharkov, Stalino, Rostov, Dnepro Petrovsk, and Voroshilovgrad). The Russians can evacuate these factories (2 per month) starting in August. To evacuate the units just remove them from the board. If all factories are safely removed the Russian replacement rate goes up 2 factors per city per month, but the Germans may capture them just like other units. Any blank counters will work as industrial units.

5. Air Power -- For the summer months of 1941 the Germans have 8 Luftwaffe units (Blitzkrieg SAC counters). These planes may be used until December when plane production became more equal. When they attack a unit they eliminate zones of control (not over unit). All isolation rules apply. In conjunction with attack from the front, this allows the Germans great chances for encirclement, opening up new strategic possibilities and more closely following the real campaign.

6. Sea Transport and Invasion -- Both sides are allowed 2 invasions of 4 attack factors in the Black Sea. Invasions may land at any square. No sea movement is allowed in the Sea of Azov because it's too shallow. In addition to this the Germans may transport 2 factors per month from Königsberg to Helsinki.

I believe that these rules will make Stalingrad more enjoyable to most wargaming fans by introducing new realism in a somewhat stale game. I also hope that A.H. will soon incorporate these rules, or some version of them, in their basic game. Comments to: Dick Westlund, 2247 Willard, Saginaw, Michigan 48602.

The Importance of Fortresses in Bulge

by Jeff Martin

Myron Brundage's article in July '65 is very interesting and helpful. But so far no one has stressed the importance of fortresses. The greatest weakness the Germans have is keeping an uninterrupted supply route open. The best way to throw the German advance to a slow crawl is to plot a fortress at every crossroad possible. So what if the German surrounds and gets behind you. He can only go 7 squares before he himself becomes isolated. In order to keep his drive alive, these fortresses will have to be eliminated. If he surrounds you for the 6 turns until you're automatically eliminated that's 6 turns his troops in that area sit on their duffs doing nothing. Having to attack a 4-4 tripled (12) or an 8 (24) he is going to suffer casualties he can ill afford. He will also have to mass more troops in that area leaving other parts of the front sparsely defended and open greater possibilities for the Americans to counterattack. In this manner the German will be running from one side of the front to the other with his advance much slower than he would like, and time is what the Americans must gain. Having your forces tripled is a lot better than doubled. Don't wait until you're in the forest areas of Rochefort and

Marche for a last ditch effort to hold before thinking of using fortresses.

You should especially take advantage of the fortress town of Clervaux and never abandon it until fighting to the last man. Also on the very 1st American turn a regiment should be sent to Bastogne and kept there to build a fortress because if you don't do it then it may be impossible later on (and you know how important Bastogne is).

I'm not saying this will work all the time. The proper deployment of reinforcements to back up the fortresses and in attacking at the right times, not to mention getting a break in the weather also has a lot to do with coming up with a victory. At least you'll get the satisfaction, if nothing else, of seeing a worried look and not all smiles on the German Commander's face once in a while.

Try Something Different with Bulge

I've never seen it mentioned in any previous issues so I thought I'd bring it up here myself. You'll have lots of fun and I imagine it's possible you can incorporate this idea in the other AH games.

You get three players or teams together with three Bulge games. One takes the Americans, one the Germans, and one becomes the judge. Now put up barriers so that none of the playing boards are in view of the others. At the beginning of the game each board has the American units set up as always. The Germans attack, then everyone is on his own.

The only time the opposing player knows where his enemy's units are is when they are within 2 squares of his unit.

This 2-square zone of sight applies only to those units that are stationary. In other words, it's possible for a stationary unit to observe an enemy unit passing it but the moving unit can't sight the stationary unit. The moving units that go beyond the front line don't know where the enemy is until it comes into the enemy's zone of control. When this happens he must stop right there and attack. When he does come to a stop, any units in his zone of sight are reported to him and then can bring up more units to help in the attack. It's best to move one regiment at a time. On the first turn before the roll of the die those units that are not in the American's zone of sight, naturally, are not reported to him.

This is where the judge comes in. On his board is the set up of both players as they really are. He keeps each player informed of who is in their zone of sight (only the number of regiments (1, 2, or 3) and from what division -

this information is always given as soon as a unit stops and before the roll of the die; also after the roll when a retreated unit comes in the zone of sight of the enemy). He sees that all moves are legally made (that a moving unit comes to a stop when it comes into the zone of control of an enemy unit). And also as an impartial participant rolls the die for both players.

For an optional rule when the weather clears each side can send out reconnaissance flights, 2 each turn, and ask the judge if enemy troops are in any area of the board in any group of 5 squares (any combination - straight line, circle, etc. as long as they are connected to each other). A total of 10 squares (2 groups of 5).

Since neither player (except the judge) will know where all his opponent's units are, it keeps both players continually guessing and makes for most exciting play. I must mention this - start playing early in the day. Jeff Martin, 4349 North 49th St., Milwaukee, Wisconsin 53216.

Attack In the Ardennes, 16 December, 1944

by James F. Dunnigan

The accompanying chart shows quite clearly that the Germans had mustered a superiority of strength on the battlefield. This numerical superiority was not decisive for a number of interesting reasons. First, there was the problem of movement. Although the Ardennes had a fairly well developed road system, the Germans lacked the transportation with which to exploit it. Many units were also delayed due to the chaotic German transportation situation outside the Ardennes. The third regiment of the 560 VG division (the 1129) was still stuck in Denmark on 16 December. Even if the Germans had been able to muster more force it is doubtful that they could have used it. The road net and topography in the Ardennes made the deployment of large forces extremely difficult. This, coupled with the bad weather, rough terrain, untrained troops and the need for secrecy, made the actual German deployment a military masterpiece as it was.

Besides the administrative problems there were also tactical ones. The controversy still raged in the German army as to whether or not Panzer divisions should lead the assault or be held in reserve until the infantry had breached the line. In the 6th Panzer Army it was decided to hold back the Panzers until the Infantry divisions had made a hole in the line. This was obviously the wrong solution. This por-

tion of the line contained half of the U.S. strength in the Ardennes. Against the equivalent of three divisions (9 regiments) the Germans sent a roughly equal force. Only the 3rd parachute division made a breakthrough and this had to be assisted later in the day by the 1st SS Panzer division.

The 5th Panzer Army took a more pragmatic view of the situation. Their success against the US 106th division was mainly due to the poor placement of that division (see chart). Further south the Germans used armor in their initial assault, even though its effectiveness was diminished by the as yet uncrossed Our river. Here, in the most thinly held portion of the US line, the German success was won mostly by the infantry of the 2nd Panzer and the 560th and 26th Volksgrenadiers. Panzer Lehr was held in reserve because there was simply no room on the roads for its vehicles.

In the 7th Army area the US forces were a little stronger, and had on call powerful forces from the south. The Germans were never able to obtain a decisive preponderance of force. Even if they had, they had neither the armor with which to exploit their advantage

nor the infantry with which to hold onto what they gained.

In spite of the shortcomings in the German assault, it might have succeeded. The factor that defeated the Germans was the prompt Allied reaction, which will be the theme of my 3rd and concluding article on the "Bulge."

The first article of this series appeared in the November 1965 issue. Comments should be directed to James F. Dunnigan, 8512 Fifth Ave., Brooklyn, New York.

The "Schwerpunkt"

by Myron R. Brundage

"The Blitz tactic consisted of finding a weak position in an enemy's line of defense called a 'Schwerpunkt' and attacking it heavily with an overwhelming amount of armor and motorized units" -- from Jan. '66 article "The Blitz Tactic".

Editor's Note: The above statement is a misconception I am told of the term "Schwerpunkt", which I had interpreted to mean, "Where the main attack should come." To correct this ambiguity I have chosen for publication the following letter, which represents best the several letters I received on same.

Dear Mr. Brundage:

I am fascinated with armored warfare and I read just about all I can about it so when the General (Jan. 66) came last month I eagerly read your article. I wish to clash directly with you on one point; the Schwerpunkt. The author of Barbarossa The Russian-German Conflict 1941-45, states that "the Schwerpunkt" is a Blitzkrieg term, meaning "Spearhead", or the point of maximum concentration. Also, according to my German-English Dictionary the word "Schwer" is defined as being hard, heavy, difficult, and strong. "Punkt" which was included under schwer was defined to be the center of gravity.

An interesting note on the Blitzkrieg was that, according to Heinz Guderian who was Germany's expert on armored warfare, in his book Panzer Leader, "During the winter of 1923-24 Lieutenant-Colonel von Brauchitsch, who was later to be Commander-in-Chief of the Army, organized maneuvers to test the possibilities of employing motorized troops in co-operation with aircraft.

The Blitzkrieg, although not initiated by Germany was fully developed there. In 1929, Guderian became convinced that tanks working on their own could never achieve decisive importance. His historical studies

which included British manuals on armored fighting vehicles, and exercises carried out in England persuaded him that tanks would never be able to produce their full effect until the other weapons on whose support they must inevitably rely were brought up to their standard of speed and cross-country performance. In such a formation of allarms, the tanks must play the primary role, the other weapons being subordinated to the requirements of the armor. It would, according to Guderian, be wrong to include tanks in infantry divisions. What was needed were the armored divisions which would include all the supporting arms needed to allow the tanks to fight with full effect. Sincerely yours, William B. Protz II.

My thanks to Mr. Protz and all those who wrote me concerning the above. I welcome such letters for the benefit they offer in helping us to improve the faults in our articles.

I recommend the books Mr. Protz cites and understand that a review of the writings of Capt. Basil H. Liddell Hart is available at most large Public Libraries.

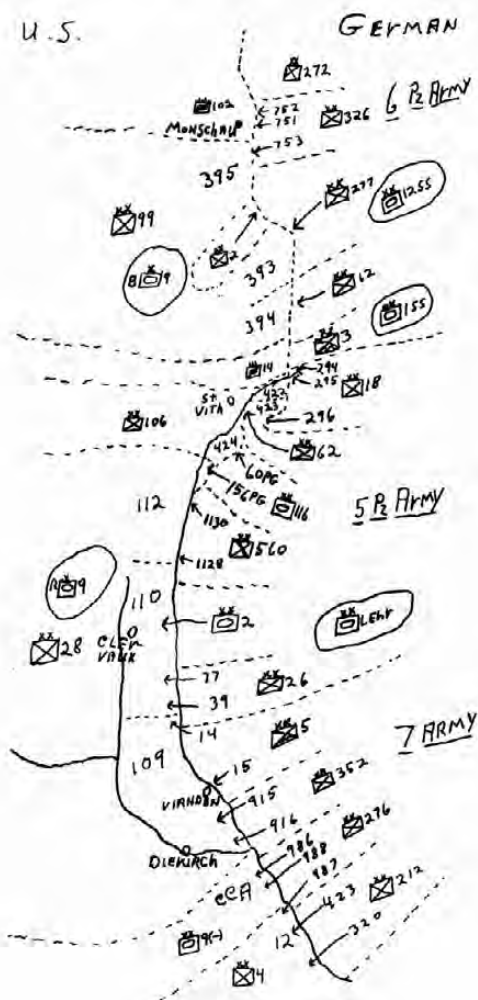
Starting in the next issue, the first of "The Nine Principles of War" will be featured in Avalon Hill's expanded magazine... Myron R. Brundage, 2435 W. Sunnyside, Apt. 3, Chicago, Ill.

A Critique on Non-War Avalon Hill Games

by Jared Johnson

In this article I would like to discuss some of the strengths and weaknesses of the non-war Avalon Hill games:

1. Management. (Rating-Excellent) The reason this game is not very popular is because most wargamers will not buy it in the first place. However, those who do, usually find it to be at least as good as, if not superior, to many of the war games. It offers a refreshing change from any other game, and I would recommend that anyone planning to buy a non-war Avalon Hill game, to put Management at the top his list. Strengths: The game can be played with four people, and is, in fact, best with four people. The second guessing involved in making bids is closer to being pure skill than to being luck. The tournament game provides additional challenges and complications for those desiring them. Weakness: The game sometimes tends to get boring when all but two players have gone bankrupt, because it can take forever for one of the two remaining players to drive the other



into bankruptcy. Solution - set a time limit, or use all of the tournament rules.

2. Baseball Strategy. (Rating-Fair) Strengths: Excellent portrayal of actual baseball managing; easily catches the interest of avid sports fans. Weaknesses: There is little diversity of play, due to the fact that there are really only sixteen combinations of pitches and swings. By the sixth or seventh inning, the game becomes boring and stereotyped. Second guessing makes the game too much luck.

3. Football Strategy. (Rating-Good) Strengths and weaknesses are about the same as for Baseball Strategy. There is a little more diversity of play.

4. Le Mans. (Rating - Excellent) Like Management, this game is in a class all by itself, being completely different from any other sports car racing game on the market. Strengths: May be played with a large group. Performance of all cars is different. Game length can be adjusted to players' wishes by deciding how many laps to race. The game moves quickly and never becomes boring. Weaknesses: The game is too much luck. Certain cars don't stand a chance against other cars. The latter problem can be solved by requiring the faster cars to make extra pitstops each lap.

5. Dispatcher. (Rating-Very Good) Strengths: Players can make up their own timetables to help them operate their trains. Weaknesses: There is little interest in railroading as such. This game is the hardest of all Avalon Hill games (perhaps excepting Blitzkrieg) to learn to play well; a real challenge.

6. Verdict II. (Rating - Good). Strengths: Again we find another game that is in a class all by itself, but then most AH games are. This game is truly unique. Prosecutor selects a case. Both the prosecutor and the defender offer evidence to support their point of view, and each must determine by use of the actual "rules of evidence" whether or not their opponent's information is admissible or inadmissible. Weakness: The game can only be played fifteen times by the same two people, because the case books contain only fifteen different cases. Solution - Avalon Hill could sell additional case books, containing different cases.

7. Squander. (Rating - Very Poor) Don't squander your money on this game. Strengths: None. Weaknesses: Definitely does not measure up to the usual Avalon Hill standard that is expected, despite the fact that it was not intended to be a "realistic all-skill game". The unusual object of the game (the winner is the first person to lose) does not make up for the fact that it is basically a boring, run-of-the-mill type of game.

8. Nieuchess. (Rating - Very Good) Unfortunately this game has been discontinued. Strengths: This is an uncomplicated version of the battle games. The same manner and method of moving, engaging in combat, etc. is employed, but the game is simplified by the fact that each pawn has the same combat factor (one) and every pawn moves the same number of squares each turn. Also, there are no increased terrain values. Weaknesses: There are no significant weaknesses, except perhaps, that the game is too simple. The player who moves second has a slight advantage.

AH's Critique on Johnson's Critique

It is always dangerous to "swear" by a one-man critique such as the one printed above. However, it so typified the general comments and reactions to our games that we have received from the masses, that we felt duty bound to reproduce it here for your consumption (and argument.)

Our thoughts on the subject are as follows: We, too, feel that Management is one of our best games. But somewhat contrary to Mr. Johnson's comment a two-player game can be most exciting particularly when both players are fighting off the bankruptcy court. From an economist's standpoint, however, it is not too realistic a game since no one really wins because everyone ends up knee deep in proverbial red ink. But as a game we feel it is a classic. (It'll soon be a collector's item because we've only sold about 17 games.)

We'll go along with Johnson's comments on Baseball. But he's way off base on Football. Apparently he has missed the subtleties and psychological aspects of this game which was rated by Sports Illustrated, December 11, 1961, as "the best football game ever invented." It's our best seller in season.

We are agreeable on Le Mans and Dispatcher, the latter so good in our mind that it is currently being revised...delivery date quite sometime in the future, however.

Verdict II can be played more often than thought by Johnson; the "judge" element allows cases to be replayed several times with different outcomes highly probable with each re-play. In this event, the game's owner accrues an advantage but this is also true with Password, the fantastically popular game from Uncle Miltie.

Johnson, you cut us to the quick with your comments on Squander. The playing board is very pretty, though.

On Nieuchess; if we had ever learn-

ed how to pronounce it we might have been able to sell it.

In summation, these non-battle titles contribute only about 35% of total sales for Avalon Hill. Thus they don't hold up as appealing as the battle titles with the exception, of course, with Football Strategy.

Who Really Plays Avalon Hill Games ? ?

"Nuts" play our games...referring affectionately to that hard-core 20% of our mailing list who purchase 80% of our games. These fanatics are divided into two age groups: 12 to 18 years and 23 to 29. Median age for the first group is 17, for the second group it is 25. What happened to the 19 to 22 year olds? They discovered girls, is our speculation, and at 23 the novelty wears off so it's back to Avalon Hill gaming.

For the most part the younger the player the more easily he understands the instructions. According to our Registration Card analysis, the older you are the more difficult it becomes to learn new things. An occasional letter from a Phd will state that he and his wife cannot understand how to even get started, while the 12-year old's will congratulate us on the "clearly presented rules."

Most of you hear about the game through a friend's recommendation and purchase more often from a department store, hobby center, book store, discount outlet and direct from Avalon Hill in that order.

The three most popular magazines among the game "nuts" are Life, Time, Boy's Life. As a group, military and egg-head magazines rate highly, also. The most popular TV shows change, naturally, from season to season. Current popular TV shows that you list most popular are the news programs, combat stories, and Get Smart. There was quite a paradox, here, between the news stories, serious in vein, and comedy programs. You banjo players liked Beverly Hillbillies.

Approximately 60 to 65% of you own more than one Avalon Hill game.

On question 10 of the Registration Card (I would like to play an Avalon Hill game on:) you answer, "the linoleum, a rainy day, a bet, etc."

We here at the replacement parts center hope you play Avalon Hill games every day.

The following items are out of stock and will no longer be available

1. Gettysburg ('58 square grid): Troop Counters, Order of Appearance Cards...replaced by Gettysburg '64 version.

2. Gettysburg ('61 hex grid): Troop Counters.

For current Replacement Parts List send a self-addressed envelope containing one 5¢ stamp; 8¢ for airmail.

Play-by-Air

Avalon Hill gaming enthusiasts who are also amateur radio operators, "hams", can now add a new dimension to gaming.

For many years chess enthusiasts have met on the air-waves to play. Distance meant nothing and many is the story of a monotonous lonely far-north vigil being relieved by a pleasant conversation and game. Unlike playing by mail, the response is just as rapid as a person can talk and the only requirement, besides a radiolicense and equipment, is that each person have a playing board and men. The same process is applicable to Avalon Hill games.

Depending on the time of day and the radio frequencies chosen distance is no factor. Certain frequencies are best for "local" games involving individuals separated by only 4 or 5 hundred miles. On the other hand, trans-continental or international matches are just as possible. Although Morse code can be used, either a.m. or single sideband voice transmission would be most appropriate. The question of resolving combat results does need an answer. Neither the die or stock market approach is feasible. One method (using the Play-by-Mail Combat Results Tables) would be as follows:

1. The attacker names the order of battles and the odds for each.
2. Group the attacks into 3's, which may leave a last group of only 1 or 2.
3. Starting with the defender, each player alternately, digit for digit, states a 4 digit number reading from left to right.
4. Multiply these two numbers together (and don't forget to agree on the answer.)
5. Starting from the right, the 4th, 5th and 6th numbers are the equivalent of the stock market results for the 1st, 2nd or 3rd attack of the group of three or less.

This method will generate a series of random numbers which should be appropriate for resolving battles. Nor does this process rely solely on individual play. Teams, general staffs, or what have you can readily participate simply by getting together around a board, transmitter and receiver. And, if you shouldn't be a "ham", maybe you have an obliging friend who would be willing to invite you over. Maybe he'd even appreciate being introduced to Avalon Hill games! Comments to: C. Norman Peacor, KIIJU, 139 Cooley St., Springfield, Mass. 01128.

Fantastic, Stupendous, Colossal, Money-Saving Deal

"Big Deal," chides Red.

"Sure it's a big deal," adds Blue, "Avalon Hill has already increased the price of most of their games. In fact all \$4.98 priced games have gone up to \$5.98, and their Baseball and Football games are now \$3.98. So if you haven't as yet bought those original games you still can do so one last time at their original prices....right, Mr. Hill?"

Right you are, Blue. For the first time in Avalon Hill's history they have found it necessary to increase their

retail prices to offset the steadily rising costs of production. The price rise has been in effect since March 1, 1966. However, as special dispensation to subscribers Avalon Hill is offering them at their original prices for a limited time when ordered through this magazine. Subscribers must use this order form printed below. Do not send a photostat or copy...this order form must be cut out and sent to Avalon Hill before the deadline of April 1, 1966. (Anyone who hasn't ordered by this date becomes a real April fool.)

CONTEST NO. 12

Ah, Spring is here...and with it comes the annual try-outs for the Avalon Hill Baseball Team. The lineup is practically set except for pitching. If YOU can get by murderer's row, you make the club and a free Avalon Hill game of your choice. All you have to do is to retire all six members of the heart of Avalon Hill's batting order shown on the LINEUP SHEET. You pitch as in the Baseball Strategy game with the difference being that each pitch is selected from the list of stocks below. You must select a different stock for each of the six batters.

The judges will consult the sales-in-hundreds column for closing N.Y. Stock Exchange transactions of Monday, April 11, 1966 found in the Tuesday morning paper. The last digit of the sales-in-hundreds column will act as the die roll and when matched up with the Power Hitter's Chart will tell you whether or not you have retired each batter.

AH Man of the Year

The May '66 issue of *The General* will feature Avalon Hill's Man of the Year, selected in part by you subscribers. Your suggestion, therefore, is necessary in order for your contest entry to be valid. However, winning contests will have no bearing on your suggestions.

Select Stocks from this Group

Ampex	Gen. Elec.	Sears
Chrysler	Goodrich	Polaroid
Food Fair	Goodyear	I. B. M.
Ford	Korvette	White Motor
General Dyn.	Motorola	Zenith

Power Hitter's Chart

1 - Walk	6 - Pop Up
2 - Strikeout	7 - Home Run
3 - Single	8 - Line Out
4 - Ground Out	9 - Fly Out
5 - Double	0 - Safe on Error

How To Win

Ten winners will be named. Winning entries will be those who have retired all six batters, or come closest to doing so. In case of ties, earliest postmarks decide. Winners will be awarded free Avalon Hill games of their choice.

This contest is free to all subscribers. Simply fill in the LINEUP SHEET along with your vote for AH Man of the Year and mail to: The Avalon Hill Co., (new address) 4517 Harford Road, Baltimore, Maryland 21214. Entries must be postmarked no later than April 10, 1966. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a customer allowed.

LINEUP SHEET

Batter	The Pitch (Stock)
Schutz (Research)	
Shaw (Marketing)	
Dott (V. Pres.)	
Sparling (Pres.)	
Johnson (Sales)	
Szekely (Production)	

Name _____

Address _____

City _____

State _____

Prize _____

Your suggestions for Man of the Year _____

Dear Swell Guys at Avalon Hill:

Thank you for letting me squander my hard-earned savings on the games I have specified below. I have enclosed the proper amount, less any 25¢ discount coupons I may have. Your justification for the price rise (above) doesn't fool me; I think the real reason is:

☐ To help pay for new Plant

☐ To pay salary of Mr. Hill's chauffeur

☐ (Your Comment)

TITLE	NEW PRICE	YOUR PRICE	QUANT
Baseball	\$3.98	\$2.98	
D-Day	5.98	4.98	
Dispatcher	5.98	4.98	
Gettysburg	5.98	4.98	
Football	3.98	2.98	
LeMans	5.98	4.98	
Management	5.98	4.98	
Tactics II	5.98	4.98	
Verdict II	5.98	4.98	
U-Boat	5.98	4.98	
TOTAL			

Name _____

Address _____

City _____ State _____

Send money and coupon to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214.

Deadline: April 1, 1966.

Beat Your Chest

It's fun to read those ridiculous Opponents Wanted ads in the General; the amount and variety of chest-thumping and personal horn-blowing is staggering. Most of those who place ads seem to feel it necessary to brag and boast as loud as 50 words allow. The rest of us chuckle, but chest-beating before battle has a sound historical basis; it's been a human trait since the dawn of time, and is found in many cultures.

(1) Consider the bouts of the Japanese Sumo wrestlers, with the traditional pre-fight ritual dance - each wrestler grunting, gesturing and acting out in detail exactly what mayhem he would wreck upon the other.

(2) Or the great Zulu armies in their prime, lining up on the battlefield in full view of the enemy, to yell and pound on their shields for an extended period before the charge.

(3) Or the New Zealand Maori, who sometimes spent hours hurling only insults at the enemy, jumping in the air, stomping feet, and sticking their tongues out while rolling the eyes, before closing for blood.

All these tactics were not really meant to frighten the enemy away, but

mainly to scare them enough to rattle their determination and take the edge off their offensive spirit. In any military endeavor, it is less costly to frighten the enemy out of position than it is to shoot him out of it. This is the blitzkrieg tactic, that allowed Hitler to conquer France, Holland and Belgium with only 8% of his army.

On the other hand, this pre-fight action trait is missing from many cultures. The American Indian, the Saipan headhunter, and the blowgun peoples (such as Phillipine Igorot, African Pygmy, or Amazon River Jivaro) gave no such pre-game performance, but depended upon stealth and deception.

Similarly, some of the ads in The General are deceptively humble or amiable, but this opponent can be just as deadly as the noisy chest-thumper. Moral: don't take the advertised image too seriously - it may be meant to frighten you off guard, or to lull you off guard. Comments to: Barry K. Branch, 2106 Elmhurst, Royal Oaks, Michigan.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill game.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

Coupons can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.



Contest #11 Winners Annihilate Big Red

Out of thousands of entrants, only a handful had completely eliminated all Red Units within the Red Capital. The first ten of these are:

1. Warren N. Caldwell, Jr., 51 South Street, Milford, New Hampshire.
2. Jeff Hutwelker, 520 E. Roosevelt, New Castle, Delaware.
3. Robert Newell, 73-18 190 Street, Flushing, New York.
4. Keenan Williams, 402 S. Pine, Hope, Arkansas.
5. Chris Chamness, 1805 Wayne St., Pomona, California.
6. L/cpl. J. T. McNiff, M.C.D. - U.S.S. Pocono, FPO, New York.
7. Kent Wallace, 647 Geo. Washington, Wichita, Kansas.
8. Chris Schleicher, 1535 Dartmouth, Deerfield, Illinois.
9. Steve Ikemura, 1335 Alexandria Dr., San Diego, California.
10. Richard C. Hill, 559 W. 172 St., New York, New York.

Mr. Newell receives additional commendation for his ludicrous suggestion that we name our new railroading game, "The Little B & O Peep" game. Other imaginative suggestions were: "B & O A-go-go," by Jeffrey Sulma, Chicago, Illinois and Bob Kofman, State College, Penna.; and "Car #73841-B Where Are You?", by William Drabek, Astoria, New York. Thanks a lot, fellows.

Strike 3... by Donald Greenwood

To begin with Baseball Strategy has 4 things which AH's battle games will never have. Absolute play balance, a short game (45 minutes), lack of luck as an important factor, and most important, a tremendously exciting game right down to the wire.

Probably the best thing about Baseball Strategy is the statistics that you keep for it. You match up the "units" with the players of your favorite team and you're in business.

As to Strategy; everyone has their own. Most players like to load their lineup with sluggers and take their chances with a poor defense. I, myself, like to go with a perfect defense and if I fall behind I will insert my sluggers in key positions. Pitching is the key to every defense and you should use great caution in picking your starters and relievers. The lefthanded Junk pitcher should be your prime starter and the lefthanded fast pitcher your ace reliever. Care should be taken to give your lineup as much speed as possible as a fast man on second is often worth more than two slow men on base.

Let me sum up saying that there is no greater gaming pleasure than a Baseball Strategy league with your friends, unless it's a football league.

Baseball Tourneys

For you Baseball Strategy fanatics, here's a quick way to determine the neighborhood champ in just one afternoon of competition. Avalon Hill's design chief and team coach, Leon Forkball, has set up the following chart for conducting a double-elimination tourney. Double-elimination tourneys are widely

adopted and you remain in competition until you have lost your second game. It works like this: players draw numbers for position in first round play. In game (1), player 1 plays player 2, etc. with the winner playing the winner of game (2) in game (7). The loser of games (1) and (2) play each other in game (5) in the loser's bracket, etc. A loss in the loser's bracket means elimination from the tourney. We suggest that you place a restriction on the use of pitchers in such a tourney: A pitcher who has pitched in three innings or more of a game cannot be used as a pitcher in the following two games.

8-TEAM TOURNEY - DOUBLE ELIMINATION



1. After removing playing pieces from die-cut card, glue a backing sheet of heavy cardboard to the card thereby making a holder.

2. Arrange pieces in your holder as follows:

(a) For games with initial placement of all pieces on the actual playing area: In same order as on 'order of battle' sheets. Also as much as possible arrangement across the board in the same order.

(b) For games with staggered order of appearance: In order of appearance and by 'order of battle' within each increment. It is of course only necessary to remove men currently in use for a particular move. Once an increment is 'on board' men can be integrated with previous arrivals in one sequence.

3. Eliminated pieces are returned to the trays.

4. Replace men after each turn to the holder as in?

5. (Optional) On 'order of battle' sheet enter starting position above the line and terminal position below the line for each individual unit. Take initial positions from your opponent's to your previous operations' sheets to the extent applicable, then pick up initial positions from order of appearance data, and finally from preceding 'order of battle' sheet. This procedure should greatly reduce placement errors and insure inclusion of eliminations (show by X on first move following elimination) and after battle movement.

Address all comments to: Ed Blackmore, 1121 Colgate Dr., Tucson, Arizona.

Now its Play-by-Phone

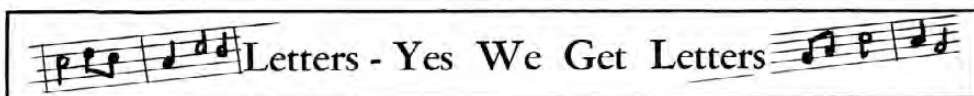
The following Play-by-Phone routine has been submitted to us by William J. M. Gilbert, 64 Pinebrook Drive, Larchmont, New York. We think it's a dandy innovation and urge you subscribers to give it a go. (Well, yes, we do own stock in AT & T - why did you ask?)

Step 1. Attacker calls and reads off all his positions. Defender reads back positions quoted by attacker.

Step 2. Attacker then lists units involved in all battles and quotes odds. Defender reads these back for verification. Verification of the legality of the moves and the rightness of odds, etc. will wait on defender's closer study of the situation at his leisure.

Step 3. Attacker then gives a person's name and defender immediately names a number between 1 and 10 inclusive. This is done for each battle. The transaction is then complete; both wish each other luck and hang up.

Step 4. Defender then looks up phone number of names quoted by attacker in



Dear Sirs:

I demand to know who submitted that lie about myself on the first column, page 8, Volume 2, Number 5 of the Avalon Hill General. I never had anything to do with such a down right lie.

It seems that any crackpot can write a notice to the General pretending to be someone else and admitting false information just to get back at someone who has beaten them. I believe the culprit to be someone in the MIT War-games Society who did it just to gain news or publicity for his association... Donald J. Greenwood, 128 Warren St., Sayre, Penna.

Dear Sir:

If you are in the steps of drawing up any new games, for spring production,

I wish you would tell me what it is, and when you believe it would be on the market.

Thank you very much. I have to rush now, my sergeant is coming this way. This was supposed to be a letter to some general or something but I thought you were worth more, after all this is my coffeebreak... Walter Berry, HQ USAFE, DCS/M (MTPP), APO N. Y. 09633.

AH NOTE: By your next coffee break, we'll have Guadalcanal ready. See Front page.

Play-by-Mail Short Cut

Here are some suggestions to make Play-by-Mail easier and quicker thus minimizing set-up time:

a previously agreed upon phone book. He adds the last digit of the phone number to the last digit of the number which he quoted to the attacker and takes the last digit of the result thus obtained to use regular PBM tables.

Step 5. In case of duplicate names or more than one phone in use, the first such listing is always used. It would also help if both defender and attacker are using the same phone book, although this is not always necessary, in any event a simple phone call will verify any challenged result!

Midway, Bismarck Style

by Peter Harlem

One of the problems of Midway is its surface battles. Yamato with eight hits still has a surface factor of 18. To remedy this I propose using some of the Bismarck attributes. First, a new system of scoring hits is needed. I add hit boxes for bow and stern guns as in Bismarck, leaving the previous hits as midships hits. The best way I found was as follows: U. S. ships, Enterprise, Hornet, Yorktown; 2 bow guns, 1 stern, 5 midships. Minneapolis, New Orleans, Vincennes; 4 bow, 2 stern, 5 midships. Astoria, Pennsacola; 3 bow, 3 stern, 4 midships. Northampton, Portland; 4 bow, 2 stern, 4 midships. Finally cruiser Atlanta; 2 bow, 1 stern, 3 midships. Japanese ships as follows: Battleships, Yamato; 12 bow, 6 stern, 10 midships; Nagato, Mutsu; 7 bow, 6 stern, 8 midships; Kongo, Hiei, Kirishima, Haruna; 5 bow, 5 stern, 6 midships. Carriers, Akagi, Kaga; 2 bow, 3 stern, 5 midships; Hiryu; Soryu; 1 bow, 1 stern, 3 midships; Zuiko; 1 bow, 1 stern, 2 midships; Hosho; 2 bow, 0 stern, 2 midships. Jap Cruisers, Atago, Haguro, Myoko, 4 bow, 2 stern, 4 midships; Chikuma, Fune; 6 bow, 0 stern (all their main batteries were up front), 3 midships; Chokai, Kumano, Mikuma, Mogami, Suzuya; 4 bow, 2 stern, 3 midships; Light Cruisers, Nagara, Sendai, Yura; 1 bow, 2 stern, 2 midships.

All gun "boxes" are used in the same way as in Bismarck. To sink a ship all midship boxes must be checked. The surface combat results table also has to be revised. There is now two ranges; "B" range, 4 squares, for Battleships only and "A" range, 3 squares or less, for all other ships. Battleships cannot fire into squares one square away. They must remain 2 squares or more.

Here is the suggested Battle results table:

B range die roll	Firing at enemy		
	Broadside	Bow	Stern
1	Bow hit	Bow hit	Stern hit
2	Stern hit	Bow hit	midships hit
3	midships	—	—
4	—	—	—
5	—	—	—
6	—	—	—

A range die roll	Firing at enemy —		
	Broadside	Bow	Stern
1	Bow Hit	Bow	Stern
2	Stern Hit	Bow	Stern
3	Midships	Midships	Midships
4	Midships	—	—
5	—	—	—
6	—	—	—

These Tables operate in the same way as the tables in Bismarck.

The only other problem to solve is: in an arial attack what hits are scored. This is solved by making all hits, scored by torpedo squadrons, midships hits. All hits by divebomber squadrons can either be scored as midships or as hits on bow and stern. Remember that when all boxes in bow or stern sections are checked, the next hit in that section is scored as a midship hit.

I find that using this system adds more to the game and a little extra touch of realism.

If you find it hard to keep track of hits I suggest a hit record board. I constructed one in about 10 minutes using simple household materials. Take a sheet of cardboard and cover it with a piece of paper the same size. Then list the names of all ships and beside each name, rule in boxes for bow, stern, midship hits in the numbers shown above. Add the battle result table as above and if you want to, the Midway time record can be added or anything else. Last, cover the board with some sort of clear plastic household food wrap and take it to the back. You can check hits off with a grease pencil which can easily be erased. You now have a permanent hit record board. When using it, keep it in view of both players.

Any suggestions? Send them to Peter Harlem, 12806 Brunswick Lane, Bowie, Md.

Is "Soaking-off" Inhumane?

by Scott P. Duncan

This article may be regarded as rank heresy against the art of "soaking-off"; however, anyone actually engaged in sending men into battle must face such a situation as I describe. Obvious sacrifice in the form of suicide missions have always been a part of warfare, but, in AH wargames, one feels no compunction whatsoever at sending out 1-6 odds or dropping a delaying "shield" in the face of withdrawal and enemy pursuit. The next time you get yourself into a battle try this suggestion to really test your strategic skill:

(1) Assign values to units equal to an estimate of the number of men in the unit (i.e. brigades = 10,000 men, regiment = 3,500 men, division = 18,000 men).

(2) Keep a record of the units lost (even though returned to board as replacements) and then total at end.

(3) Now simply multiply units lost by their value to see how many men you needed to win (as compared to opponents losses, etc.).

(4) This method can even be employed in individual battles to estimate losses from a seige, a blitz, etc.

(5) You could even establish a limit as to the number of men you could lose per game (once you've derived some statistics on average losses, etc.)

Perhaps my suggestion is a little too "humanitarian" or "philosophic" to interest a real aficionado of wargaming, but it's a thought to consider if you really want to maintain a high level of realism.

Comments?: Scott Duncan, 2508 Highland Ave., Broomall, Pa. 19008.

Between Covers

Brig. Gen. S.L.A. Marshall, *Armies on Wheels*; New York; William Morrow & Co., 1944. Dewey Decimal Number 940.542. Good survey of military thought on Blitzkrieg and armored warfare of period; it also contains a motorized division organization which the US did not use overseas.

Encyclopaedia Americana, *Artillery*; Chicago; Encyclopaedia Americana Corp., 1957. Page 308 contained a table showing allocation of various types and calibers of artillery in a standard US Army.

Richard Collier, *The Sands of Dunkirk*; New York; E.P. Dutton and Co., Inc., 1961. PP 276 -- 283 contained the order of battle of the BEF at Dunkirk.

OPPONENTS WANTED

Independent warmonger is looking for opponents - Blitzkrieg (PBM), Midway, Chancellorsville, D-Day in person. My age - 27. Experience - I have somewhat lived through several massacres. Address - Martin Hayes, 125 Chesapeake Court, Hanover, Md. 21076 (Near Friendship Airport). Phone 796-0547. College-age or older opponents wanted for PBM of Blitzkrieg, Afrika Korps, Waterloo, and Stalingrad. Must use 2nd Edition results tables. Choose sides and rules, and send to Ensign Rolf Marshall USNR, USS LOWRY DD770, FPO New York 09501.

HELP! I am willing to join any anti-Spectre Club in the Virginia-Maryland-D.C. area. I own 5 wargames but no Play-by-Mail kits. I have had moderate experience, but I must admit I'm a little reckless. Please send details of club to Lee Arico, 6401 May Blvd., Alexandria, Va. 22310.

I want to have a play by mail opponent for Blitzkrieg and I'd like to be Great Blue. My address is: Richard McNitt, 1345 Canterbury Dr., Salt Lake City, Utah 84108.

Do you like to talk about strategy for Avalon Hill games without having to prove your ideas on a game? I'll be glad to argue about strategy, homemade games, and typos or boo-boos in the General (sometimes it's hard to tell the difference). Write: Tom Holsinger, 1429 Cabrillo Ave., Burlingame, Calif. 94011.

Wanted - suggestions of what you consider are the major principles and strategies in conducting AH wargames. Specific suggestions on individual games will also be appreciated. I'm trying to compile a guide to AH wargaming valuable to beginning and semi-experienced players. Your considered opinions will be of value. Details: Scott Duncan, 2508 Highland Ave., Broomall, Penna. 19008.

Wanted: All Los Angeles area AH Wargames for face-to-face play and the possible formation of a small local club. Adults preferred, but all are welcome. Phone or write: Evan Wasserman, 2508 Westview Apt. 1, Los Angeles, Calif. 90016. Phone: RE 2-8544.

Looking for top-notch opponents for PBM games of Bulge, Blitzkrieg and D-Day. Would also like to engage any nearby folk for a good number of in-person matches. If interested, do your best to contact: The General and The Tactician, 4 Waddell Rd., Manchester, Conn.

Anyone in the Greenville, S.C. area please contact J. M. Collins, 309 Mimosa Dr., Greenville, S.C. 29607 for a live game of just about any A.H. game. Have just moved into this area and am looking for opponents.

Wanted: Opponents for Bulge, Tactics II, Gettysburg '64 and Stalingrad. I prefer Germans for Stalingrad, Union for Gettysburg, Blue in Tactics II and Americans in Bulge. I can also play Midway, Football Strategy, Bismarck and Air Empire if you have a system - one German PBM opponent for Afrika Korps. Send to: Sean Donohue, 1209 Bluejay, Pittsburgh, Pa.

New Englander needs Play-by-Mail opponents for Waterloo, Afrika Korps, and Blitzkrieg. Michael Boyce, 1480 Commonwealth Ave. Apt. 10, Boston, Mass.

I used to be conceded until I realized I'm perfect. Now that I have your attention: I need opponents by mail with no experience, like me, in the Bulge and in Waterloo - also, in person, anyone who lives in the Penfield, Perinton, Pittsford, or is within easy range. Contact Keith Oschman, 5 Pleasant Way, Penfield, N.Y. 14526 - L.U. 6-4896. FAX challenges one and all to PBM Stalingrad, either side. As CCCP I am invincible, as German I have winning record. Send surrender dispatches to William Gilbert, 63 Pinebrook Dr., Larchmont, N.Y. 10538. All other AH wargames face-to-face only.

Is anyone here at Northeastern a wargamer??? If you do play and do attend Northeastern University, contact me: Ed Murphy, 90 The Fenway, Boston, Mass. 02103.

P.B.M. Opponents wanted in Bulge, Tactics 2, and Blitz. (Optional game) prefer Am., Red, and Blue in that order. Send setups and your choice of rules. Also anyone in New London area wishing to play a live game call 443-3855. Bruce Nichols, 114 Squire St., New London, Conn. 06320.

OPPONENTS WANTED

Adult Opponents Wanted, in person or PBM, for any Avalon Hill military game. I will take any side of any copyright version of any game. Prefer individual opponents - no clubs or teams; official AH rules and options only. Prefer correspondence by air mail. Write: Randall D. Thomas, 3513 Wesley Street, Flint, Mich. 48505 or phone 785-0090. I would like to place this ad in the General: To: All innocent, new AH players. For your own protection I implore you, join World Conquests Inc. lest you fall into the clutches of Spectre, that infamous group of ex-guards from Stalag 13 who always have 80% more casualties than the side that uses Beep-Beep. Write Dennis Large, 1908 Quincy St., N.W., Washington, D.C. If there are any other war game addicts in the Greater Jacksonville Area, please contact me immediately, before I go mad from lack of opponents. If there are enough of us, I'd really be interested in forming a war games club. Contact James Stormes, 4839 Yacht Club Road, Jacksonville, Florida. Phone: 389-6194.

John Nichols: Attention! If you wish to continue our bout which began in the summer of 1963 at your apartment in New Orleans, please contact Ray Wright, 324 Caplewood Dr., Tuscaloosa, Ala. To all land, sea, and air experts in the South St. Louis area. Phone your game preference and free nights to me now. We are attempting to assemble a complete staff. VI 3-0133. Terry "Man-nheim" Silbail, 11800 Helix Dr., St. Louis, Missouri 63128.

Russian general with unbeatable defense wishes to engage capable German commander in game of Stalingrad. Only the original rules and supplement sheet will be used. (1965 record was 26-0) Write: Robert J. Beyma, 701 N. Hope St., Phoebus, Va. 23363.

Will take either side in a PBM game of Blitzkrieg with any interested adult. Would prefer all rules other than unclear (and Strategic Bombing of the cities alone). Am no genius at it but have played many of AHs games astutely. William F. Ellis, 1730 Arlington Blvd., Arlington, Va. 22209.

Achtung wargamers! Command positions available in Blitzkrieg branch of new organization bent on stamping out Spectre. Join the ranks of UNCLE. Contact me: Richard McNitt, 1345 Canterbury Dr., Salt Lake City, Utah.

Seeking opponent in Blitzkrieg, Bulge, D-Day 61, or Afrika Korps. Please send your first move, initial placement, additional rules, etc. I'm a student at the University of Illinois and I feel I should at least enter a representative from our campus. Contact Lenard Lakofka, 1806 N. Richmond St., Chicago 60647.

Wanted: Blue or Red Commanders for a game of "Blitz" against "Desert Vampire". Send name, address and a place to send the body, to: Ed Biran, 48-20 39th Street, Long Island City, N.Y.

To whoever answered our ad and has failed to receive a reply. We accidentally threw out your envelope with your name and address. We will be glad to go ahead with the game if you are. Ken Stickers, The Grand Pubbar of Upper Afghanistan, and Hunter Freeman, The Archduke of Andorra, 2727 Braasie Drive, Glenview, Ill. 60025.

Ohlonsa destroy all invaders! Join S.P.E.C.T.R.E.'s 8th Army (Imperial Subside) of Ohio. The hordes of World Conquests Inc. are trying to form a club in Ohio. Don't join them, join the winning club S.P.E.C.T.R.E. Write: Linn Haramis, 2323 Belleflower, Alliance, Ohio 44601.

Will anyone willing to sell or lend the Vol. 1 No. 1 and 4 of the "General" or buy a slightly used Hex Gettysburg, contact Wells Anderson, Rt. 3, Box 240M, Wayzata, Minn. 55391.

Notice to SPECTRE: One man army wishes to engage any and all Spectre groups in Blitzkrieg, Stalingrad, Gettysburg (not hex), Tactics, Waterloo or Afrika Korps. PBM only. Contact THEL, 3100 63rd Ave., Cheverly, Md. 20785.

Notice to all AH Blitzkrieg wargamers, I, my seniors, and my associates have become involved in a mcpbm in 'krieg and we haven't enough members. In our spring recruitment, we have openings for the first seven applicants. Reply to the secretary and chief of staff, Alvin Haysahi, 622 Webster Ave., Chicago, Illinois.

OPPONENTS WANTED

Crafty but inexperienced physicist will take on any Rommel. Send first move to Korps PBM, P.S. Is there life in Colorado? If so, please speak up. Spencer Weart, 519 University Ave., Boulder, Colo. 80301.

Avalon Hill fans in the Manhattan, Kan. Area for face-to-face: Blitzkrieg, Bulge, Afrika Korps, Midway, Gettysburg. Call PR 6-9343 ask for Bill Kitterman or write 1527 Leavenworth. I am desperately desirous of face-to-face combat in most any AH game. I will PBM Waterloo and Stalingrad. I am the aggressor in both. Fred Kruger 963-9692, 142 Canterbury Drive, Pittsburgh, Pennsylvania 15238.

Help! Need opponents in Fredericksburg, Virginia area. Moderate experience preferred but don't hesitate to write, I'm desperate. No PBM. Bill Stone, Box 547, Fredericksburg, Va. Phone 786-6861.

Invitation to Wargamers: We offer a good game with feeling of honest competition. We arrange games with other members and a chance for advancement in our system. Interested. Try DUSK. 94 Church St., Guilford, Connecticut. Challenges also welcomed.

The city of Los Angeles is looking for commanders who will serve as subordinates in the following games. D-Day, Bulge, Stalingrad, Afrika Korps, Tactics II, Blitzkrieg and Waterloo. Please send records, age and experience (it doesn't matter if you haven't played by mail) and the games you'll want to play. Send to Tim Dekker, 4625 Doreen Ave., Elmont, Calif.

Achtung experienced commanders and small clubs in Wilmington area. The 6th Army of Dusk is ready! We march this month to victory or oblivion. We have eleven AH games and a 5-2 record. For live games contact Lt. General R.M. Carey, 6 Ashton St., Wilmington 4, Del. or phone OL 2-5224. Small, newly organized PBM Club of Carthage, N.Y. challenges anyone in any AH wargame. We'll play any side or any rules with one exception - D-Day must be original. If interested write to: Steve Gebu, 1 Madison St., Carthage, N.Y. 13619. Only a few challenges can be accepted so act quickly.

We of World Conquest believe that all AH wargaming clubs were created equal (of course some are more equal than others). We may not be the best club in the world but we certainly aren't the worst. Our club is in existence only to play PBM games and to provide entertainment for our members. We charge dues. If you feel obligated enough to join write your name, address, no. of AH games, age, experience in AH, ability in playing to: Lee M. Henderson, chief of staff, Personnel Dept., 1640 Ugebur St., N.W., Washington, D.C.

Desire opponents live or by mail. I have all Avalon Hill wargames, and will take either side of any game. Mr. Richard J. Paracka, Psi Delta Omega, Alfred, New York 14802.

"Play-By-Air" - Tactics II or Blitzkrieg on 75/20/10 meter ssb, KILJU. C. Norman Peacor, 319 Conley St., Springfield, Mass. 01128.

Wanted. Xerox copy of Vol. 1, No. 1, the AH General, Jan. 1964. Prefer original if in good condition. Name, price, write to: E.A. Dahlgren, 97 Col. Hts., Brooklyn, N.Y. 11201.

Do-it-Yourselfers: My friend and I plan on designing our own Battle Games, and we would be grateful if anyone who has designed his own Battle Game and has new ideas for rules, drawing of the game boards, or designation of troop counters to please write us. David Murray, 3544 W. 76th Place, Chicago, Ill. 60652.

A 28-year old experienced game player seeks opponents for Gettysburg, Afrika Korps, Chancellorsville, Bulge and Waterloo. Write R. J. Lewis, P.O. Box 125, Benton, Arkansas.

Seek opponents in D-Day, Stalingrad, Tactics II, and/or Afrika Korps. Will PBM with above games, but can play Battle of the Bulge, Waterloo, Bismarck, Chancellorsville, Gettysburg (original Sq. grid), Management and/or U-Boat in person. Contact Kenny Wong, 63 Lewis St., Bristol, Conn. 06010. Phone 583-0256.

Help! I have won at least 90% of all my games and I wish to join SPECTRE, but I don't know how. Will any Spectre organization please contact me. Richard McNitt, 1345 Canterbury Dr., Salt Lake City, Utah.

OPPONENTS WANTED

Rally 'round The Stars & Bars, Rebel! The 10th Corps of the Confederate Army of Central Pennsylvania invites any and all persons attending the University of South Carolina who wish to band together in the defense of our Confederacy to contact: John Rockholz, Box U-3313, USC, Preston - 112, Columbia, South Carolina 29208.

Wanted: Opponents for in-person games. Anyone living in reasonable driving distance of Riverside, New Jersey who is interested in finding another opponent, please contact George Petronis, 814 Fifth Street, Delran, N.J. 08075.

The Tenth Legion is now a blooded instrument of war. Persons residing within a reasonable distance of Melbourne, Florida: sharpen your swords and your wits. PBM Blitzkrieg accepted from fellow Floridians. Tenth Legion Box 215, RT 1 A1A, South Melbourne Beach, Florida 32951.... Monte Zelazny. Hot Arizonan wants another hot Arizonan for face-to-face play only, within 50 miles of Tucson... Larry Himes, 7064 E. Timrod, 298-0917. Call any time (within limits).

Inexperienced, untried, yet brilliant general wishes to play PBM and in person games of A.K. (Brit.), Waterloo (P.A.A.) and in person games of Gettysburg (either); Tactics II (either); Bulge (Am.), Blitz. (either). Phone or write Mike McIntyre, 558 33rd St., Manhattan Beach, Calif., FR 4-9805. Opponent wanted for Play-By-Mail of Afrika Korps. Will take either Axis or Allied commands. Write: James Tribolet, 5441 E. 9th St., Tucson, Arizona 85711.

Am looking for in-person opponents in Germany, military or dependants. Am stationed in Darmstadt at Cambrai. Please contact A2C Lloyd J. Sandmann, Box 16, 6910 Scy. Wz, APO, U.S. Forces 09175.

Attention all A.H. Enthusiasts in the greater Washington, D.C. area who would like to join an organization devoted entirely to playing A.H. games please contact by mail or preferably by phone: Tony Ionescu, 2708 Porter St., N.W., Washington, D.C. Apt. 5, 20008. Tel: EM 33093.

California Lancers is an alliance of individuals and local clubs with an interest in high-quality wargaming. For information send a 5¢ stamp and your address to: California Lancers, 4759 Hersholt Ave., Long Beach 5, Calif. Limited number of PBM opponents sought for games of Waterloo and Stalingrad. Please contact Charles Alexander, 305 Green EQ, Ann Arbor, Mich.

The power of Dusk has spread to the Midwest and as Illinois state commander I need members to fill out my staff. Don't delay, our powerful leader in Pa. is at this moment dictating surrender terms to those who have. Bob Grauer, 3829 S. 58th Ave., Cicero, Ill. 60650. To all residents of Midland, Texas, who play AH games: Where are you? New opponents are needed for Sunday afternoons. Please contact with all haste Charles Anderson, 3603 Humble, Midland, Texas at OX 4-5529.

Wargamers! Dusk is already established in these states - Pennsylvania, Ohio, Connecticut, Maryland, New Jersey, Illinois, Georgia, Louisiana, and California. Join today. Write to your State Commander or Deputy Marshall Craig Hesa, 453 Broadway, Bangor, Penna. or Chief of Staff Terry Sweet, 447 Broadway, Bangor, Pa.

Attention Spectre! The War Lords are out to get your blood. We will fight you by mail in the Bulge (Germans) without German supply problem, in Afrika Korps (either), in D-Day '65 (Allies), in Blitzkrieg (either) without nuclear bombs, and in Waterloo (either). We will also take on other opponents. Contact: Douglas Beyerlein, 3934 S.W. Southern, Seattle, Washington 98116.

Warlords, Inc. hereby claims the trans-ocean wargames championship defeated the Yokota AB Wargame League in Tokyo, Japan; opponents from the U.S. are invited to challenge our mastery of the Far Eastern Theatre. Requests for membership will also be considered, from any part of the world, write, Air-mail only: A2C Scott C. Berschig, CMR Box 1878, 6988th SS, APO San Francisco 96328.

Opponents in the Philadelphia-Camden area for in-person games of A.K., Blitzkrieg, Midway, etc. Contact Scott Celler, 7740 Summerdale Ave., Apt. A-4, Philadelphia, Pa. 19111.

OPPONENTS WANTED

The Aggressor Homeland and the leadership of the Circle Tri-con Party has begun its liberation of the Western U.S. and Canada. I being the Minister of the Interior of the Aggressor Homeland have been authorized by my government to begin enlistments in the liberated areas. Anyone or any groups wishing more information please contact: Maj. Victor J. Gervol, Jr., Minister of the Interior, Aggressor Homeland, 5131 Junata Street, Duluth, Minn. 55804.

PBM opponents desperately desired by competent Commander for following games: A.K., Stalingrad, D-Day, Bulge and Midway (if you have method). Anyone interested in revising Stalingrad rules also should contact me. People in Antelope Valley phone WH 2-1909 for possible in-person games. Address: James Seward, 44003 Elm Avenue, Lancaster, California 93534.

Confederate panzer are coming! -- for sure in the next game if something isn't done about the absurd inaccuracies in the Battle of the Bulge. All those who want to do something about it write -- Richard Gutenkunst, Box 204, Mott, North Dakota.

The Confederate Army of Central Pa. has Spectre on the run. We invaded the state of Pa., fought and captured Reading. Spectre says they control the state; we control Carlisle, the Capital Harrisburg. Reading, Allentown, and Philadelphia. Spectre, you can't even control your own capital! Surrender now! Join the Confederacy, or come out and Fight! (Gettysburg/Tactics II). Lt. Gen. James J. Birnie III, HQ 7 Clemson Dr., Camp Hill, Pa. 17011.

Do you have a tape recorder? Instead of sending letters, we can exchange 3" or 5" reels of tape. Would like to discuss military and psychological strategy for Management, Diplomacy, Risk, Summit, Stratego, Go, and Hearts (card game). Write to Jared Johnson, (Age-18), 1548 Rochelle Drive, Chambliss, Georgia 30005. Please state your age.

Small cell of dedicated, experienced A-H Gamers in Tokyo area desire live opponents. Anything - anyside. Write SSGT. Wagner, Box 6008, APO San Francisco 96328.

from: Brig. Gen. 2nd Div. Maryland to: WCI prospects in Maryland re: immediate membership in World Conquests Inc.

Interested persons wanted regardless of experience or skill. Regimental commands still available on a first come, first serve basis. Mail name and address to: R.G. Reed, 4118 Glen Park Road, Baltimore, Md. 21236.

Opponents wanted to play PBM Summit. If interested, send stamped, self-addressed envelope for special rules. Also: opponents wanted to play face-to-face any AH games plus 3M games. Write to Richard Bidlake, 5030 Quonset Dr., Sacramento, Calif. 95820 or Richard Arc, 2863-58th Street, Sacramento, Calif. 95817.

The Nevada Wargame Staff is asking anyone to any wargame, under the newest rules available. We were playing a person in Battle of the Bulge, but we have lost his address, please send us your address. Neal Parsons, 1901 Pineridge Dr., Reno, Nevada 89502.

Attention: Opponent wanted for Battle of the Bulge and Afrika Korps PBM. (First experience in PBM). For other information contact Bill Richards, 820 Stoneleigh Rd., Baltimore, Md. 21212. Wanted - Anyone to play Stalingrad, Afrika Korps or both by mail. Will take Russians in Stalingrad and either in AK. Chuck Carey, 2002 Westfield, Alexandria, Va. 22308.

Need opponents for Bulge and/or Waterloo. Dusty & Val Miller, Box 309, Jennings, Louisiana.

Opponents for Afrika Korps and Blitzkrieg. New subscriber, David Cochran, 103 W. Symmes, Norman, Oklahoma.

To: All militant organizations, secret or otherwise.

From: The Field Marshall.

Subject: Your defeat at Blitzkrieg.

Rules: I will take either side. All rules except Weather and Nuclear.

Write: John Schedley, S. 4327 Hogan,

Spokane, Wash. 99203.

Are you a Rather Odd Ghoul? How would you like to become a part of our great United Effort? Rogues East is expanding. If you are a top quality wargamer, contact our CInC: Barry Jackson, 1706 Old Forge Rd., Charlottesville, Virginia 22901.

All above ads are inserted as a free service to full-year subscribers. We prefer ads to be typewritten and limited to 50 words maximum. We reserve the right to re-word your copy. Only one ad per subscriber per issue is allowed. Ads

will not be repeated from issue to issue, however subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue.

Question Box

BLITZKRIEG:

Q. Must cities in opponents' country be taken by the minor city table?

A. No...the table does not apply in these cases.

Q. Can units be placed next to the enemy, if he is under strategic attack, without fighting him?

A. No.

Basic German Strategy in Afrika Korps

by James Tribolet

I. The basic aim of the German commander in Afrika Korps is to capture and hold Bengasi, Tobruch, and the British Home Base. In the first turn, the Germans should high-tail-it for Tobruch. German units should short-cut across the bulge of Cyrennica while Italian units use the coast road. What the British do determines the Germans next move. If the British attempt to hold Bengasi, one or more Italian units should place it under seige, the remaining Eyeties continuing toward Tobruch. If the British attempt to establish a line in the passes south of Derna it should be by-passed to save supplies. When the Germans reach Tobruch, it will undoubtedly be well garrisoned. The Germans should stop at the Libyan-Egyptian frontier and wait for the less mobile Italians to reach Tobruch. Assuming supply wagons have reached the Axis forces by now, they should now annihilate any British units still in Libya. Now, stay at the Egyptian border to confuse the British as to what your next move is. With the arrival of the Italians and the 15th Panzers, attack Tobruch with all the forces in the vicinity and capture it.

II. An almost fatal move for the British commander is to retreat to El Alamein, because in doing this he surrenders almost all of Egypt and thus has nowhere to retreat. If the British hold at the Egyptian border, swerve around the Allied line and hit them in the rear and split them up, so the Panzerarmee Afrika can defeat them in detail. In the event they hold at El Alamein, the fact that between August and November the British receive no reinforcements is important because they cannot take sustained losses. So, with luck, the Afrika Korps should be hoisting its flag in the Allied Home Base by November, 1941. Any comments should be addressed to James Tribolet, 5441 E. 9th St., Tucson, Arizona 85711.

Where Avalon Hill Games Are Available

The following names of retail stores supplement the list printed in the last issue (Vol. 2, No. 5). These lists represent dealers who have stocked

Avalon Hill games recently. If your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next printing.

Moseley, Inc.
24 E. Mifflin Street
Madison, Wisconsin 53703

Dans Sport Shop
1155 Fourth Street
Huntington, West Virginia

Mr. S. M. Chase
Research Analysis Corporation
Westgate Industrial Park
Rt. 123, McLean, Virginia

Bolen's Toy Palace
14 Westcliff Center
Fort Worth, Texas 76100

Toys By Roy, Inc.
83 Bassett Center
El Paso, Texas

Mr. W. E. Layman
Games Imported
426 Perkins Extended
Memphis, Tennessee 38117

Joseph Horne Company
Pittsburgh, Pennsylvania 15200

Burland's Hobby Shop
4801 McKnight Road
Pittsburgh, Pennsylvania 15217

Ponnock & Sons
1012-14 Chestnut Street
Philadelphia, Pennsylvania

Emerson Company
1631 Chestnut Street
Philadelphia, Pennsylvania

Town & Country Distributors,
East Park Center
Harrisburg, Pennsylvania

Pomeroy's Inc. Dept. Store
4th & Market Streets
Harrisburg, Pennsylvania

Toyland
1305 Lloyd Center
Portland, Oregon 97212

Mr. Paul D. Agento
Eugene's Toy & Hobby
98 E. 10th Avenue
Eugene, Oregon 97401

Xenia Office Supply
61 Green Street
Xenia, Ohio 45385

Rike's
Second and Main
Dayton, Ohio 45400

Lazarus Company
High Street
Columbus, Ohio 43200

Uncle Bill's
Golden Gate Shopping Center
Cleveland, Ohio 44101

Playworld Shop
263 Genesee Street
Utica, New York 13500

Ed Guth's Hobbies
123 South Salina Street
Syracuse, New York 13200

Mr. Philip Brooks
The Auction Outlet
14 East Central Avenue
Pearl River, New York 10965

Polk's Hobbies
114 Fifth Avenue
New York, New York 10001

Macy's
New York, New York 10001

Polk's Hobby Store
314 - 5th Avenue
Long Island City, N.Y. 11100

Playtime of Larchmont
144 Larchmont Avenue
Larchmont, New York

George's Bicycle and Toy Mart
271 Nassau Boulevard
Garden City South, N.Y. 11530

R. H. Macy & Company
Roosevelt Field Shopping Ctr.
Garden City, New York 11530

Toys By Roy
103 Wincrock Center
Albuquerque, New Mexico

Henry H. Bodensadt
Continental Hobby Supplies
86 Manalapan Avenue
Freehold, New Jersey 07728

The Paul E. Bourque Co., Inc.
Post Office Box 895
Manchester, New Hampshire

Toys For Men
953 E. Sahara
Las Vegas, Nevada

Miller & Paine
Lincoln, Nebraska 68501

Mr. W. I. Rehr
The Principia
13201 Clayton Road
St. Louis, Missouri 63131

Joe Wythe House of Leisure
330 West 63rd St. in Brookside
Kansas City, Missouri 64113

Toysarama Inc.
8640 Ward Parkway
Kansas City, Missouri 64108

Sr. Paul Book and Stationary
St. Paul, Minnesota 55101

R & R Family Gift Shop
1558 Wealthy S.E.
Grand Rapids, Michigan 49505

Jordan Marsh
Shoppers World
Worcester Road
Framingham, Mass. 01701

Leavitt & Pierce, Inc.
1916 Mass. Ave.
Cambridge, Massachusetts

Leavitt & Pierce
1316 Mass. Ave.
Cambridge, Massachusetts

Mr. James Kaden
Jordan Marsh Dept. Store
Boston, Massachusetts 02109

Pop's Discount
Off Belvedere & York
Baltimore, Maryland 21212

Children's Supermart
1488 Rockville Pike
Rockville, Maryland

4444 St. Barnabas Road
Silver Hill, Maryland
2277 University Blvd. East
Adelphi, Maryland

Bailey's Groceries
Leesburg Pike, Virginia

Government Employees Exch.
7000 Veteran's Highway
Metairie, Louisiana 70003

Marshall Field & Company
Oakbrook Shopping Center
Oakbrook, Illinois 60521

Walt's Hobby & Model Shop
32 W. Clinton Street
Joliet, Illinois 60431

Mr. Ed Driscoll
Glen Eilyn Toy & Card Shop,
475-478 Main Street
Glen Eilyn, Illinois 60137

Marshall Field & Company
111 N. State
Chicago, Illinois 60600

The Gamekeeper
Fred C. Kinley
22 Oceanview Center
Pompano Beach, Florida

Vandever's Hobby Center
919 Orange Street
Wilmington, Delaware 19800

Paulin's
4815 Gov. Printz Boulevard
Wilmington, Delaware

Creative Playtime
26 LaSalle Road
West Hartford, Connecticut

Mr. Henry J. Novak
Levine's
114 North Tejon Street
Colorado Springs, Colo. 80900

Victor's
7450 Reseda Boulevard
Reseda, California 91335

Games Ltd.
925 Westwood Boulevard
Westwood Village
Los Angeles, California 90024

The Prince & The Pauper
7931 Girard Avenue
La Jolla, California 92037

Birdies Toy House
Luhn & Sons
22433 Foothill Boulevard
Hayward, California 94541

Toy World
1140 W. Garvey Boulevard
Covina, California 91722

Toy World
8331 On-The-Mal
Buena Park Central
Buena Park, California 90620

Birdies Toy House
Luhn & Sons
82 Shattuck Square
Berkeley, California 94700

Toy Circus
89th & L Streets
Bakersfield, California 93300

Brownie's Toy Stores Inc.
5585 Stevens Street
Long Beach, California 90815

Scene from Warner Bros. Battle of the Bulge



Consumer Panel tested at
A-v-a-l-o-n H-i-l-l.

Scene from Warner Bros. Battle of the Bulge, exciting new Cinerama production scheduled for nationwide distribution next two years. Theatre management to promote AHs Battle of the Bulge game in joint publicity efforts.